Welcome to Galdrocht Academy!

This is the best school of arcane study this side of the magical multiverse. One of you holds the keys to the hands of fate, and the rest of you are at their mercy.

For those of you who are not God, you are faculty at this esteemed institution and are crippled with unbearable loneliness. Not to worry! There is a fantastic selection of supernatural suitors in this personnel that are just as eager to come aboard the love train!

Your goal in this game is to be the first to successfully enter a relationship with a staff member of your choosing— marked by a winning date with your beloved— through various means determined by God (aka, the Game Master).

Setting Up

To play this game, you will need at least:

- 1 six-sided-die (although eight dice would be best)
- 1 pack of playing cards, separated into blacks and reds
- An accessible clock and timer
- (Optionally) 1 twelve-sided-die

To get started:

1. Determine who at the table will play as the Game Master (GM). They will be in possession of all materials labeled as "for GM eyes only" and the black-suit half of the deck (the Prompt Deck).
2. Each player will choose TWO Character Cards: <u>ONE character to play as</u> and <u>ONE to pursue romantically</u>. At GM discretion, players can choose the same Romantic Interest, but be prepared to have a much harder time if you do! Place your chosen Character Cards face-up in front of you, and put the rest away— you won't need them.
3. Place the red-suit half of the deck (the Item Deck) in the middle of the play area face-down. Give each player 1 Item Card to start.
4. Player Order is determined via dice roll. Roll 1d6 and add your Romantic Interest's age. If your Romantic Interest's age is listed as 'unknown' or 'ageless,' multiply your dice roll by 11. The player with the highest number goes first. Then the order will continue clockwise.

Taking Your Turn

1. The GM will fan out the Prompt Deck for you to choose a card from. Once you do, give it back to the GM.
2. Your GM will set the scene for you based on the Prompt Card and ask for your response. Depending on what you'd like to do, the GM will ask you to roll 1d6 for either Intelligence, Charisma, or Audacity.
3. Success occurs when the number you roll is <u>LESS THAN or EQUAL TO</u> the called-upon stat.
4. After you succeed or fail your roll, the GM will tell you what came of the interaction.

In the case of Complex Prompts:

- The secondary player involved is free to give items to the active player without trading, attempt to influence GM decisions, or use their own items.
- It is the GM's decision on who gets the second interaction of a Complex Prompt, but the players are free to persuade the GM into giving them the interaction.

Items

You begin the game with 1 Item Card to your name. However, you earn more at both the GM's discretion and every Heart you earn.

What can you do with Item Cards? You can:

- Trade them. However, only when you AND your trading partner are not currently playing. If there's only two players (minus the GM), you may trade in between turns.
- Play them. The conditions of when you can do so are written on the card.
- Discard them. In this case, they will be put into a separate Discard Pile where they cannot be accessed for the rest of the game (or until the Item Card pile runs out).

You CANNOT:

- Give them away UNLESS you are in a Complex Interaction with another player.

Ending the Game

The game ends when a player achieves 3-5 Hearts. The winning amount solely depends on how long you want the game to go! You earn a Heart when you succeed at an interaction. Hearts will not decrease if you fail at an interaction unless a card specifically states otherwise.

Cards

Character Types:

- <u>White Gold Characters:</u>
  - Simpler to play and are recommended for those playing the game for the first time or those that would like a shorter experience.
- <u>Rose Gold Characters:</u>
  - More complex to play and are recommended for those who have played the game several times or those that would like a longer or more challenging experience.
    - If you'd still like to play with these characters but don't want to make the game harder, just ignore the Interaction Modifiers!

Prompt Types:

- <u>Basic Prompts:</u>
  - PC-on-NPC with no further complications. They will include one simple interaction that is usually decided by dice roll.
- <u>Complex Prompts:</u>
  - Include other players and, sometimes, those players' Romantic Interests. They consist of <u>TWO interactions</u> that anyone included by the prompt can win.
  - This means that someone may be able to gain two Hearts with their Romantic Interest in one turn!
- <u>Quicktime Prompts:</u>
  - The rarest kind of prompt in the deck. These cards will be read out loud to the players, and the timer will begin once the card has finished being read. The prompts on these cards can be fulfilled by any player at the table, but the player whose turn it is will have advantage.
  - Each event will have a different amount of allotted time to complete and a different advantage for the active player. These will be written on the card.

Item Types:

- <u>Stat Items:</u>
  - Change your stats for the turn you play them on.
- <u>Failsafe Items:</u>
  - If you fail an interaction, these items can either turn it into an instant success or give you another chance at succeeding via replay and reroll.
- <u>Sabotage Items:</u>
  - During Complex or Quicktime Prompts, these items will give other players disadvantage.

Game Master's Cheat Sheet
(For GM eyes only!)

Welcome, Game Master! This handy cheat sheet is here to get you started in learning how to play God here at Galdrocht Academy! If you have no idea what you're doing, this is the place to start.

Scaling Difficulty

Galdrocht Academy has scaling difficulty, which means that it can be changed to cater to various experience levels. There are several mechanics that are optional entirely, and many of them can be altered without breaking the game.

Optional Factors:

- Character Difficulty:
  - The Rose Gold characters come with Interaction Modifiers that make playing as them much more difficult. If your players decide that they want to play as a Rose Gold character but do not want to have a harder time, the modifier can be ignored.
- NPC Conditions:
  - Rose Gold NPCs come with secret conditions (see "NPC Conditions" section) that will come into play when they are chosen as Romantic Interests. If your players decide they want a less complex game, these can be ignored.
- Quicktime Timers:
  - If your players decide they do not want to respond and roll within the allotted time, Quicktime Prompts can be turned into all-players-involved Complex Prompts by removing the timer.

Alterable Factors:

- Stats in their entireties (experienced players recommended).
- Starting Item count, frequency of Item giveaways (i.e. not at every Heart earned), or Items in their entirety (not recommended).
- Allowing players to choose the same Romantic Interest.

Player Turns and Prompts

As God, you control everything that goes on around your players. Basic turns look like this:

1. Player will hand you a Prompt Card during their turn. Read the prompt on the Card Key and set the scene around the prompt.
2. Ask your player for their response. Depending on what they say they'd like to do, decide whether that action would take Charisma, Intelligence, or Audacity.
   - It is up to you if any questions your player asks their Romantic Interest are minor enough to not have to roll for.
3. Player will roll 1d6. If their roll is LESS THAN or EQUAL TO the stat you've called for, it is a success.

Complex turns look like this:

1. Follow Step 1 above.
2. Have the previous and next players choose heads and tails. Flip a coin (or roll 1d6, 1-3 is heads and 2-6 is tails) and whoever wins is included in the interaction.
3. The active player always receives the first interaction, but it is up to you who receives the second.

Quicktime turns involve everyone. There can be multiple winners if multiple players succeed their rolls. It is up to you to decide on prompt-fitting compromises in any case where one is required.

NPC Conditions

The Seven Deadly Sins

- +1 to every roll this turn if the minute of the hour upon rolling is divisible by 7.
- -1 to every roll this turn if it is 1:00-1:59 AM or PM upon rolling (will be cancelled out if the previous is true).

Aelfric Renmoor/The Mawwright

- Failed interactions will always result in -1 heart.

The Colony

- The player will not be told what stat they're rolling for (but will still be told if they succeeded or failed).

Ilyra Veyne

- Using items will cause this interaction to be determined via 50/50— an odd number will be a success, and an even number will be a failure.

Tomoora Mallay

- Sabotage items will be inflicted on the player.

Notes

Want to see what they look like? Visit https://cwportfolio.crd.co/#galdrocht-faculty

Character Cards: White Gold

Lysander Colobre
Age: 32 | any/all
--
The Academy's awkward art history and ethnic studies snakeperson professor.
--
Intelligence: 5
Charisma: 3
Audacity: 2

Keltien Jol'Qo
Age: 37 | he/him
--
The Academy's flirtatious and flamboyant social sciences satyr professor.
--
Intelligence: 3
Charisma: 5
Audacity: 4

Polaxos Paress
Age: 30 | they/them
--
The Academy's standoffish physics and organic chemistry hypogrifftaur professor.
--
Intelligence: 4
Charisma: 2
Audacity: 5

Morien Melchior
Age: 46 | he/him
--
The Academy's— and world's— best wardsmith, a perpetually annoyed half-titan holy mage.
--
Intelligence: 4
Charisma: 4
Audacity: 3

Cerrow Cael
Age: 41 | she/her
--
The Academy's bubbly half-elf magizoologist and magibotanist.
--
Intelligence: 5
Charisma: 3
Audacity: 2

Character Cards: Rose Gold

The Seven Deadly Sins
Age: Ageless | they/them
--
The Academy's elusive chancellor council. They act on majority roles at all times, including in matters of personal affairs.
--
Intelligence: 3
Charisma: 3
Audacity: 3
--
Interaction Modifier:
Majority roles. Roll 7d6. Success is achieved only if 4 or more of the dice are less than or equal to called-upon stat.

Aelfric Renmoor / The Mawwright
Age: 45 | he/him
--
The Academy's— and world's— best dark mage when he's homan. When he's not, he roams the grounds looking for people out past curfew to terrify (or tear apart).
--
Intelligence: 5 / 2
Charisma: 2 / 4
Audacity: 4 / 5
--
Interaction Modifier:
Every odd-nombered torn, you will play as Aelfric with the first set of stats. Every even-nombered torn, you will play as the Mawwright with the second set of stats.

The Colony
Age: Unknown | any/all
--
A large collective subconscious that lives under the Forbidden Forest and sprouts eye-covered tentacles in the shapes of trees to observe and learn about the world.
--
Intelligence: 7
Charisma: 3
Audacity: 3
--
Interaction Modifier:
1,000 consciousness hivemind. All rolls will be performed with 1d12 (or 2d6)

Ilyra Veyne
Age: 43 | she/her
--
The Academy's— and world's— best potioncraftress. She had her heart broken in the past and has since boried her emotions in books and her work.
--
Intelligence: 5
Charisma: 1
Audacity: 6
--
Interaction Modifier:
Compulsive declotterer. You most use or trade items on the torn you drew them on. Otherwise, you most discard them.

Tomoora Mallay
Age: Unknown | she/her
--
The Academy's compassionate head norse. Takes silent joy in suffering despite her overwhelming orge to end it in others.
--
Intelligence: 4
Charisma: 4
Audacity: 4
--
Interaction Modifer: Sadist and masochist. Every failore is a success and every success is a failore.

Deck Key: Hearts and Diamonds

Item Cards

Card	Item Type	Item
2♥	Stat	A Pinch of Charm. +1 to Charisma.
3♥	Stat	A Pinch of Wisdom. +1 to Intelligence.
4♥	Stat	A Pinch of Balls. +1 to Audacity.
5♥	Stat	Ethically-Sourced Pixie Dust. +1 to any called-upon stat (can be played at any time).
6♥	Stat	A knowledge-sapping mirror. +2 to Charisma, -1 to Intelligence (can only be played before a stat is called for).
7♥	Stat	A really expensive grimoire.+2 to Intelligence, -1 to Audacity (can only be played before a stat is called for).
8♥	Stat	Alcohol of your choosing. +2 to Audacity, -1 to Charisma (can only be played before a stat is called for).
9♥	Stat	A 3-ton bar of gold. +3 to any called-upon stat (can only be played before a stat is called for).
10♥	Failsafe	A literal time bomb. Allows for a second interaction with your Romantic Interest ONLY upon failure of your first (draw another Prompt Card).
J♥	Failsafe	A misfired silence spell. Ends the interaction immediately without gaining or losing Hearts (can be used during a Complex or Quicktime interaction, but only on your turn).
Q♥	Failsafe	Mephisto, Aelfric Renmoor's dark-enchanted broom. Guarantees success if Aelfric Renmoor is your Romantic Interest. If he is not, or if he is currently inhuman, this allows for a second interaction with your Romantic Interest (draw another Prompt Card).
K♥	Sabotage	Someone's bad fanfiction. -3 to Charisma for any player of your choosing in a Complex or Quicktime interaction. Can be played at any time during the interaction.
A♥	Sabotage	The magical flu. Gives all players in a Complex or Quicktime interaction aside from you -1 to any called-upon stat. Also makes all Romantic Interests involved sick. Can only be played when the interaction starts.

Card	Item Type	Item
2♦	Stat	A Pinch of Charm. +1 to Charisma.
3♦	Stat	A Pinch of Wisdom. +1 to Intelligence.
4♦	Stat	A Pinch of Balls. +1 to Audacity.
5♦	Stat	Ethically-Sourced Pixie Dust. +1 to any called-upon stat (can be played at any time).
6♦	Stat	A perm you don't want to mess up. +3 to Charisma, -2 to Audacity (can only be played before a stat is called for).
7♦	Stat	Nerd glasses, unethically sourced from a nerd. +3 to Intelligence, -2 to Charisma (can only be played before a stat is called for).
8♦	Stat	Paranoid delusions in a jar. +3 to Audacity, -2 to Intelligence (can only be played before a stat is called for).
9♦	Stat	God. Just God. In the palm of your hand. +3 to any called-upon stat (can be played at any time).
10♦	Failsafe	A cursed hourglass. Allows for a second interaction with your Romantic Interest (draw another Prompt Card). If used after a success, -1 to any called-upon stat for the second interaction.
J♦	Failsafe	A highly-potent bottled aphrodisiac, compliments to Ilyra Veyne. Guarantees success in any interaction, but skips your next turn.
Q♦	Failsafe	An idol of a fertility god. Guarantees success if Morien Melchior is your Romantic Interest. Allows for a second interaction with your Romantic Interest, with advantage (draw another Prompt Card, +1 to any called-upon stat).
K♦	Sabotage	Someone's good fanfiction. Immediately ends a Complex or Quicktime interaction regardless of who drew the card. Can only be played when the interaction starts.
A♦	Sabotage	An inconvenient call from Mother. Kicks a player of your choosing out of a Complex or Quicktime interaction. Can be played at any time during the interaction.

Deck Key: Spades and Clubs

♡·♠·♡·♠·♡·♠·♡·♠·♡ Prompt Cards (for GM eyes only!) ♡·♠·♡·♠·♡·♠·♡·♠·♡

Card	Prompt Type	Prompt
2♠	Basic	You and your Romantic Interest find yourselves alone in the break room.
3♠	Basic	Your Romantic Interest is crying in the single-stall faculty bathroom.
4♠	Basic	Your Romantic Interest asks if you'd like to see a horror movie with them.
5♠	Basic	You and your Romantic Interest have discovered you both like a certain series, but disagree on something about it.
6♠	Basic	Your Romantic Interest MUST be convinced that a specific video game is worth playing.
7♠	Basic	It's Love Day! Show your Romantic Interest how much you care about them.
8♠	Basic	It's your birthday, but your Romantic Interest doesn't know that. Find some way to hint that to them.
9♠	Basic	Your Romantic Interest has their least favorite insect crawling on their sleeve. Find some way to get it off them without them noticing.
10♠	Complex	Your Romantic Interest is angry with another player character, who gets their own Romantic Interest involved.
J♠	Complex	The faculty retreat is coming up. Your Romantic Interest wants to go somewhere close and spend the budget on activities, but another player character's Romantic Interest wants to go somewhere far away and spend the budget on the destination.
Q♠	Complex	You and your Romantic Interest just caught another player character and their Romantic Interest being indecent in your office.
K♠	Quicktime	The active player's Romantic Interest got paint in their eye! Help them, and your Romantic Interest will be impressed! • (45 seconds, +1 to any called-upon stat for active player)
A♠	Quicktime	Everyone has agreed to order delivery for lunch, but nobody can agree on what. Argue for your choice and convince everyone else, and your Romantic Interest will be impressed! • (2 minutes, active player's Romantic Interest already agrees with them)

Card	Prompt Type	Prompt
2♣	Basic	Your Romantic Interest has asked you for help with an administrative task.
3♣	Basic	You and your Romantic Interest physically run into each other in the hall.
4♣	Basic	Your Romantic Interest has come to work drunk.
5♣	Basic	You and your Romantic Interest accidentally lock yourselves in Ilyra's aphrodisiacs closet.
6♣	Basic	Your Romantic Interest is out in the faculty dorms hot tub all by themself.
7♣	Basic	Your Romantic Interest has asked you to explain your favorite sport and why you like it so much.
8♣	Basic	You're ordering coffee for yourself and your Romantic Interest at the Academy's café. You don't remember their order.
9♣	Basic	You and your Romantic Interest have wandered into the Forbidden Forest, and they're scared.
10♣	Complex	Everyone at the table and their Romantic Interests try to plan a night together, but cannot decide on what to do.
J♣	Complex	Another player character and their Romantic Interest have helped students smuggle illegal magical artifacts. With your Romantic Interest, confront them.
Q♣	Complex	You run into another player character's Romantic Interest, and they ask you about that player character. You have the feeling your own Romantic Interest is listening.
K♣	Quicktime	The active player's Romantic Interest is about to trip and totally humiliate themself! Keep them from falling, and your Romantic Interest will be impressed! • (30 seconds, active player gets to roll again if they fail their first roll)
A♣	Quicktime	A demon has been summoned and set loose in the school! First one to find it and exorcise it with a homemade spell will impress their Romantic Interest! (GM decides where the demon is, and players have to guess.) • (1 minute, everyone but the active player has to make up a spell).